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ART: VINOD RAMS



ARCHAEOLOGIST

CR 2

MEDIUM OR SMALL HUMANOID (ANY RACE), ANY ALIGNMENT

ART: ANDREA SIPL

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ARLO GREENWOOL

CR 3

MEDIUM HUMANOID (CAPRAN), NEUTRAL GOOD

ART: EMORY KJELSBORG

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ASPECT OF WATER

CR 10

HUGE ELEMENTAL, UNALIGNED

ART: CHRISTINA KRAUS

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ASPECT OF WATER (CONTINUED)

ART: CHRISTINA KRAUS

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ARLO GREENWOOL

700XP (CR 3)

STR 14 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 16 (+3)

Saving Throws Con +4, Cha +5

Skills Insight +5

Senses passive Perception 13

Languages Birdfolk, Capran, Eluran, Terran

SPECIAL TRAITS

Helping Hoof (2/Day). When Arlo uses the Help action and the check or attack he is helping with fails, the creature attempting the check can reroll if Arlo is within 5 feet. The creature must use the new result.

Power Absorption (2/Day). When Arlo takes damage from a spell or magical effect, he can halve the damage he takes.

Power Distribution (2/Day). When Arlo hits with a spell attack, he can deal an extra 3 (1d6) lightning or force damage.

Spellcasting. Arlo is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *druidcraft, light, mending, message, shocking grasp*

1st level (4 slots): *create or destroy water, detect magic, entangle, thunderwave*

2nd level (3 slots): *barkskin, enhance ability, gust of wind, ray of enfeeblement*

3rd level (3 slots): *meld into stone, protection from energy, vampiric touch, water breathing*

ACTIONS

Crystal Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and, if the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

ARMOR CLASS

10 16 WITH BARKSKIN

HIT POINTS

91 (14D8 + 28)

SPEED

30 FT.

ARCHAEOLOGIST

450XP (CR 2)

STR 14 (+2) **DEX** 14 (+2) **CON** 15 (+2) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 10 (+0)

Skills History +5, Investigation +5

Senses passive Perception 12

Languages Birdfolk, Eluran, plus any two languages

SPECIAL TRAITS

Study Buddy. When the archaeologist helps another creature with an Intelligence check, the creature makes the check with advantage and adds 1d6 to the result.

ACTIONS

Multiattack. The archaeologist makes two shovel attacks.

Shovel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ARMOR CLASS

14 STUDDED LEATHER ARMOR

HIT POINTS

32 (5D8 + 10)

SPEED

30 FT.

ACTIONS

Storm Trap (Recharge 5-6). One creature within 60 feet of the aspect must succeed on a DC 17 Dexterity saving throw or be trapped in a whirlwind of water. The trapped creature is blinded and restrained, has total cover against attacks and other effects outside the whirlwind, and takes 10 (3d6) cold damage at the start of each of the aspect's turns. The trapped creature can repeat the saving throw at the end of each of its turns to break free from the trap.

LEGENDARY ACTIONS

The aspect of water can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Move. The aspect moves up to its speed without provoking opportunity attacks.

Wave Slam Attack. The aspect makes a Wave Slam attack.

Tidal Deluge (Costs 2 Actions). Each creature within 15 feet of the aspect must succeed on a DC 17 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.

ASPECT OF WATER

5,900XP (CR 10)

STR 15 (+2) **DEX** 20 (+5) **CON** 18 (+4) **INT** 6 (-2) **WIS** 15 (+2) **CHA** 14 (+4)

Saving Throws Wis +6

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities acid, cold

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses passive Perception 12

Languages Aquan

SPECIAL TRAITS

Legendary Resistance (3/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Aquatic Regeneration. The aspect regains 10 hit points at the start of its turn if it has at least 1 hit point and is standing in or on a body of water. If the aspect takes lightning damage, this trait doesn't function on the aspect's next turn.

Churning Tides. Any creature that starts its turn within 5 feet of the aspect must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the aspect.

Water Walker. The aspect can walk across the surface of any liquid as though it were solid ground.

ACTIONS

Multiattack. The aspect makes two wave slam attacks and uses Storm Trap if it can.

Wave Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 20 (3d10 + 5) fire damage. The target must succeed on a DC 17 Strength saving throw or be pushed 10 feet away from the aspect.

ARMOR CLASS

10 16 WITH BARKSKIN

HIT POINTS

91 (14D8 + 28)

SPEED

30 FT.



DIRE MOUNTAIN LION CR 7

LARGE MONSTROSITY, UNALIGNED

ART: JOSIAH CAMERON

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ELISA, THE FAA'SENG CR 6

MEDIUM HUMANOID (SUN ELURAN), LAWFUL GOOD

ART: ERIKA TAGUCHI

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FELIAD STALKER CR 4

LARGE MONSTROSITY, UNALIGNED

ART: JULIA METZGER

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FIZZAR APPRENTICE CR 5

MEDIUM OR SMALL HUMANOID (ANY RACE), ANY ALIGNMENT

ART: SCOTT MURPHY

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ELISA, THE FAA'SENG

1,800 XP (CR 6)

STR 16 (+3) **DEX** 14 (+2) **CON** 16 (+3) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 20 (+5)

Saving Throws Dex +5, Wis +6, Cha +8

Skills Deception +8, Insight +6, Intimidation +8, Persuasion +8, Religion +7

Senses darkvision 60 ft., passive Perception 13

Languages Birdfolk, Eluran, Mapach, Tilian, Vulpin

SPECIAL TRAITS

Fearsome Leader. As a bonus action, Elisa can call out to her allies, instructing them to strike. Each ally that can hear Elisa can use its reaction to make an attack against a target within range.

Sun Priestess. When Elisa casts a spell, she can choose to change its damage type to fire or radiant.

Spellcasting. Elisa is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *firebolt, light, mending, message, shocking grasp*
1st level (4 slots): *burning hands, detect magic, mage armor, thunderwave*
2nd level (3 slots): *arbooreal eruption*, hold person, suggestion*
3rd level (3 slots): *daylight, fear, Ranzang's oathbond**
4th level (3 slots): *dominate beast, greater invisibility, wall of fire*
5th level (1 slot): *animate objects*

ACTIONS

Multiattack. Elisa makes two melee attacks. She can substitute one of her melee attacks for her Roar or a cantrip.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Roar (Recharges on a Short or Long Rest). Elisa unleashes a mighty roar. Each Large or smaller creature within 10 feet of her must succeed on a DC 14 Constitution saving throw or be knocked prone.

ARMOR CLASS

12 15 WITH
MAGE ARMOR

HIT POINTS

105 (14D8 + 42)

SPEED

30 FT.

FIZZAR APPRENTICE

1,800 XP (CR 5)

STR 10 (+0) **DEX** 14 (+2) **CON** 11 (+0) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 12 (+1)

Saving Throws Con +3

Skills History +6, Investigation +6, Sleight of Hand +5

Senses passive Perception 12

Languages Birdfolk plus two more languages

SPECIAL TRAITS

Quick Fix (3/Day). As a bonus action, the Fizzar apprentice can choose a construct they can see within 5 feet to restore 7 (2d6) hit points.

ACTIONS

Multiattack. The Fizzar apprentice makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

Experimental Gadget. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d8) force damage and 5 (1d8) cold, fire or lightning damage. Each time this action is used, roll a d8. If the result is 1, the Fizzar apprentice takes 2 (1d4) and this action can't be used again until the end of the Fizzar apprentices next turn..

The three corrupted Fizzar apprentices in **Chapters 14, 17** and **18** of the Heart of Ice adventure each have an additional unique action they can take in combat:

EVERRON NEATBREAK

Sonic Bomb (Recharge 5-6). One target Evverron can see within 30 feet must make a DC 14 Constitution saving throw, taking 10 (3d6) thunder damage on a fail. Additionally on a fail, if the target can hear, it gets the deafened condition until the end of its next turn. A creature that succeeds on the saving throw takes half as much damage and is not deafened.

ARMOR CLASS

13

HIT POINTS

58 (13D8)

SPEED

30 FT.

DIRE MOUNTAIN LION

2,900 XP (CR 7)

STR 18 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 5 (-3) **WIS** 16 (+3) **CHA** 8 (-1)

Saving Throws Str +6, Con +5

Skills Perception +5, Stealth +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Senses tremorsense 30 ft., passive Perception 15

Languages —

SPECIAL TRAITS

Dainty Steps. Difficult terrain composed of rocks, ice, or snow doesn't cost the mountain lion extra movement.

Keen Smell. The mountain lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the mountain lion moves at least 20 feet towards a creature and then hits it with its claws attack on the same turn, the target must succeed a DC 15 Strength saving throw or be knocked prone. The mountain lion can immediately make a bite attack against a prone target as a bonus action.

ACTIONS

Multiattack. The mountain lion makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Earthquake Roar (Recharge 5-6). With a mystic roar, the mountain lion shakes the earth in a 20-foot square centered on space on the ground it can see within 60 feet. Each creature within this square must make a DC 15 Dexterity saving throw, taking 22 (5d8) bludgeoning damage and falling prone on a failure and half as much damage and not falling prone on a success. The area becomes difficult terrain.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

170 (20D10 + 60)

SPEED

45 FT.
CLIMB 30 FT.

FELIAD STALKER

1,100 XP (CR 4)

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

SPECIAL TRAITS

Flying Pounce. If the feliad stalker hits with a claws attack while flying, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the feliad stalker can make one bite attack against it as a bonus action, and whether or not the target is prone, the feliad stalker can immediately Dash using its fly speed without provoking opportunity attacks.

Keen Hearing and Smell. The feliad stalker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Natural Camouflage. The feliad stalker has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

ACTIONS

Multiattack. The feliad stalker makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail Blossom (Recharge 6). The feliad stalker targets one creature it can see within 15 feet of it with a puff of pollen from its tail. The target must succeed on a DC 13 Constitution saving throw or fall asleep. An affected target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

90 (12D10 + 24)

SPEED

30 FT., FLY 30 FT.,
CLIMB 30 FT.



FIZZAR APPRENTICE (CONTINUED)

ART: SCOTT MURPHY

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FIZZAR CONSTRUCT CR 2

LARGE CONSTRUCT, UNALIGNED

ART: RISA HULET

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FIZZAR DRONE CR 3

SMALL CONSTRUCT, UNALIGNED

ART: BRENDAN LANCASTER

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FLASH FIREWING CR 7

MEDIUM HUMANOID (SYLPH), CHAOTIC

ART: JOSIAH CAMERON

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FIZZAR CONSTRUCT

450 XP (CR 2)

STR 14 (+2) **DEX** 8 (-1) **CON** 14 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 1 (-5)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 12

Languages understands the language of its creator but can't speak

SPECIAL TRAITS

Battery Powered. The construct is powered by a magic item, an *elemental heart**, which it requires to function effectively. While in operation, the battery can be removed from its chest with a successful DC 17 Strength check. If the battery is removed, the construct cannot attack, follows whoever holds the battery, and becomes unconscious after 1 minute until the heart is replaced.

Magic Resistance. The construct has advantage on saving throws against spells and other magical effects.

Illumination. When powered by an *elemental heart**, the construct magically emits bright light in a 15-foot radius and dim light for an additional 15 feet. This light goes out if the construct drops to 0 hit points or the battery is removed from its chest.

Indestructible. The construct is made of an indestructible material created by powerful magic. When it drops to 0 hit points, it is not destroyed, but becomes unconscious until a new *elemental heart** is placed in its chest.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage.

ARMOR CLASS

9

HIT POINTS

75 (10d10 + 20)

SPEED

30 FT.

FLASH FIREWING

2,900 XP (CR 7)

STR 12 (+1) **DEX** 22 (+6) **CON** 18 (+4) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 20 (+5)

Saving Throws Str +4, Dex +9, Con +7

Skills Acrobatics + 9, Deception +8, Perception +8, Persuasion +8, Sleight of Hand +9, Stealth +9

Senses passive Perception 18

Languages Birdfolk, Eluran, understands Auran but can't speak it

SPECIAL TRAITS

Avoidance. If Flash is subjected to an effect that allows him to make a saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Hover. When falling or jumping, Flash can use his reaction to halt his descent and begin to hover in place. On subsequent turns, he can use a bonus action to continue hovering. When he stops hovering, he begins to glide straight down at a rate of 30 feet per round and doesn't take any damage from the fall or land prone.

Quick Reflexes (1/Short or Long Rest). Flash can take an extra reaction.

Sneak Attack (1/Turn). Flash deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Flash that isn't incapacitated and Flash doesn't have disadvantage on the attack roll.

Wing Flap. As a bonus action, Flash can use his feathered arms to propel himself upward 15 feet.

ACTIONS

Multiattack. Flash makes four melee attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be knocked prone as Flash tangles up its feet.

REACTIONS

Whip Parry. Flash adds 2 to his AC against one melee attack that would hit him. If the attack misses, the attacker must succeed on a DC 17 Dexterity saving throw or be disarmed, as Flash uses his whip to fling their weapon 15 feet in a direction of his choice. Flash must be able to see the attacker and be wielding a whip.

ARMOR CLASS

18 STUDDED LEATHER

HIT POINTS

150 (20d6 + 80)

SPEED

35 FT.

ACTIONS

MUNDI

Lightning Net Drones (Recharge 5-6). Mundi targets a point within 60 feet that he can see. All creatures in a 10 foot radius of that point must succeed on a DC 14 Dexterity saving throw or take 5 (1d10) lightning damage and be restrained until the end of their next turn.

NiMa

High Pressure Hose Down (Recharge 5-6). NiMa sprays frigid water in a 20 foot cone. Each creature in that area must make a DC 14 Strength saving throw, taking 9 (2d8) cold damage and being knocked prone on a failed save. A creature that succeeds on the saving throw takes half as much damage and is not knocked prone.

FIZZAR DRONE

700 XP (CR 3)

STR 16 (+3) **DEX** 14 (+2) **CON** 17 (+3) **INT** 9 (-1) **WIS** 10 (+0) **CHA** 6 (-2)

Saving Throws Con +5

Senses passive Perception 14

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, exhaustion, poisoned

Skills Perception +4, Skills +1

Languages understands one language known by its creator but can't speak

SPECIAL TRAITS

Constructed Nature. The drone doesn't require air, food, drink, or sleep.

Elemental Power. The drone is powered by an elemental battery, either air, earth, fire, lightning or water. The type of battery determines the effect of its Elemental Beam attack.

Self Destruct. When the drone drops to 0 hit points, it explodes. Each creature within 10 feet of it must make a DC 13 Constitution saving throw, taking 14 (4d6) force damage and becoming deafened until the end of its next turn on a failed save or half as much damage and not becoming deafened on a successful one.

Visual Record. The drone can project a moving image of what it has seen in the past 24 hours.

ACTIONS

Multiattack. The drone makes two Elemental Beam Attacks.

Elemental Beam. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 8 (1d10 + 3) force damage plus one of the following effects:

Air Battery. The target's speed is reduced by 10 feet until the end of its next turn.

Earth Battery. The target is knocked prone.

Fire Battery. The target takes an additional 3 (1d6) fire damage.

Lightning Battery. The target can't take reactions until the start of its next turn.

Water Battery. The target is pushed back 10 feet.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

71 (11d6 + 33)

SPEED

30 FT.
FLY 40 FT.



FROSTBURNED

CR 1

MEDIUM OR SMALL UNDEAD, NEUTRAL EVIL

ART: RISA HULETT

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FROSTBURNED (CONTINUED)

ART: RISA HULETT

HUMBLEWOOD BEYOND THE CANOPY © HIT POINT PRESS INC. 2026



FROSTBURNED GARGATH CR 5

HUGE UNDEAD, NEUTRAL EVIL

ART: ALYSE STEWART

HUMBLEWOOD BEYOND THE CANOPY © HIT POINT PRESS INC. 2026



FROSTBURNED KNIGHT CR 5

MEDIUM UNDEAD, NEUTRAL EVIL

ART: ALYSE STEWART

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ACTIONS

Level	Effects	Removal
1	The creature's speed is reduced by 10 feet.	The creature spends at least 1 hour next to a fire or similar heat source.
2	The creature gains resistance to cold damage.	The creature takes fire damage equal to or greater than three times its character level or its CR (rounded up).
3	The creature gains the flaw, "You are always cold and must seek out sources of heat."	A greater restoration spell is cast on the creature.
4	The creature must make a DC 15 Constitution saving throw each time it finishes a short or long rest. On a failure, it becomes a frostburned*, and the Frostburned Template is applied to it. If the creature is a player character, it is now controlled by the GM.	A heal spell is cast on the creature.

FROSTBURNED

200 XP (CR 1)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	4 (-3)

Skills Perception + 2

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed, frightened

Senses blindsight 30 ft., passive Perception 12

Languages —

SPECIAL TRAITS

Frostbiter. When the frostburned hits a creature with a melee attack, the target must make a DC 12 Constitution saving throw or gain one frostbitten level.

Suspended Animation. When the frostburned drops to 0 hit points, it freezes into a solid ice statue. While frozen in this way, the frostburned is unconscious, and it can't be unfrozen by any means.

Thaw Claw. When the frostburned takes fire damage, each creature within 5 feet of it takes 3 (1d6) cold damage, and the frostburned can use its reaction to move up to its speed and make one Icy Claws attack.

ACTIONS

Multiattack. The frostburned makes two Icy Claws attacks.

Icy Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) plus 3 (1d6) cold damage.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

26 (4d8 + 8)

SPEED

30 FT.

FROSTBURNED KNIGHT

1,800 XP (CR 5)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Wis +4, Cha +2

Skills Athletics +7

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

SPECIAL TRAITS

Brawler. When the frostburned knight hits a creature with their Icy Talons attack, they can grapple the target as a bonus action.

Frostbiter. When the frostburned knight hits a creature with their Icy Talons attack, the target must make a DC 15 Constitution saving throw or gain one frostbitten level.

Legendary Resistance (2/Day). If the frostburned knight fails a saving throw, they can choose to succeed instead.

Polluted Aura of Inquiry. The frostburned knight and any frostburned within 10 feet of them can't be surprised.

Polluted Smiter (3/Day). When the frostburned knight hits with a melee attack, they can deal an additional 13 (3d8) cold damage to the target.

Thaw Claw. When the frostburned knight takes fire damage, each creature within 5 feet of them takes 3 (1d6) cold damage, and the frostburned knight can use their reaction to move up to their speed and make one Icy Talons attack.

ARMOR CLASS

18 +1 HALF PLATE

HIT POINTS

68 (8d8+32)

SPEED

30 FT.

FROSTBURNED GARGATH

1,800 XP (CR 5)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	3 (-4)	12 (+1)	4 (-3)

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages —

SPECIAL TRAITS

Frostbiter. When the frostburned gargath hits a creature with a melee attack, the target must succeed on a DC 14 Constitution saving throw or gain one frostbitten level.

Stampede. If the frostburned gargath moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the frostburned gargath can then make one stomp attack against it as a bonus action.

Thaw Gore. When the frostburned gargath takes fire damage, each creature within 5 feet of it takes 3 (1d6) cold damage, and the frostburned gargath can use its reaction to move up to its speed and make one melee attack.

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) cold damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature.

Hit: 21 (3d10 + 5) bludgeoning damage plus 7 (2d6) cold damage.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

66 (10d12 + 40)

SPEED

40 FT.



FROSTBURNED KNIGHT (CONTINUED)

ART: ALYSE STEWART

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GARGATH

CR 4

HUGE BEAST, UNALIGNED

ART: CHRISTINA KRAUS

HUMBLEWOOD BEYOND THE CANOPY © HIT POINT PRESS INC. 2026



WILD GARGATH

CR 5

HUGE BEAST, UNALIGNED

ART: JOSIAH CAMERON

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GARGAHERD

CR 3

MEDIUM OR SMALL HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JOSIAH CAMERON

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GARGATH

1,100 XP (CR 4)

STR 21 (+5) **DEX** 8 (-1) **CON** 16 (+3) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 5 (-3)

Senses passive Perception 11

Languages —

SPECIAL TRAITS

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It has advantage on Constitution saving throws made to resist effects that deal cold damage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the gargath can then make one stomp attack against it as a bonus action.

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

66 (7D12 + 41)

SPEED

40 FT.

GARGAHERD

700 XP (CR 3)

STR 15 (+2) **DEX** 17 (+3) **CON** 16 (+3) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 12 (+1)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +7, Animal Handling +5, Performance +3

Senses passive Perception 13

Languages Birdfolk and any one other language

SPECIAL TRAITS

Nimble Dodge. The garga herd adds its proficiency bonus to its AC (already included in its statistics).

Sidestep (3/Day). The garga herd can Dodge as a bonus action.

Yeehaw. The garga herd has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The garga herd makes two melee attacks.

Lasso. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be pulled up to 15 feet toward the garga herd. On a hit, the garga herd can choose not to deal damage with this attack and restrain the target instead. While a target is restrained in this way, the garga herd can't use its lasso to attack.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

ARMOR CLASS

15

HIT POINTS

75 (10D8 + 30)

SPEED

35 FT.

ACTIONS

Multiattack. The frostburned knight makes two melee attacks, one with their greatsword and one with their Icy Talons.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.

Icy Talons. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) cold damage.

LEGENDARY ACTIONS

The frostburned knight can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The frostburned knight regains spent legendary actions at the start of their turn.

Cold Rush. The frostburned knight moves up to their speed and makes one Icy Talons attack.

Drain Heat (Costs 2 Actions). The frostburned knight attempts to drain the heat from one creature they are grappling. The target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) cold damage and gain one frostbitten level.

WILD GARGATH

1,800 XP (CR 5)

STR 21 (+5) **DEX** 8 (-1) **CON** 18 (+4) **INT** 5 (-3) **WIS** 14 (+2) **CHA** 5 (-3)

Saving Throws Str +8, Dex +2, Con +6

Senses passive Perception 12

Languages —

SPECIAL TRAITS

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It has advantage on Constitution saving throws made to resist effects that deal cold damage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the gargath can then make one stomp attack against it as a bonus action.

ACTIONS

Ram. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

66 (10D12 + 40)

SPEED

40 FT.



GOLDEN SUNEATER

CR 4

MEDIUM PLANT, UNALIGNED

ART: TK

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GRASSBEAK

CR 2

MEDIUM BEAST, UNALIGNED

ART: RISA HULETT

HUMBLEWOOD BEYOND THE CANOPY © HIT POINT PRESS INC. 2026



GRIMBEE

CR 1/4

TINY BEAST, TYPICALLY LAWFUL GOOD

ART: NINE SIMPSON

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HOLLOWING

CR 4

MEDIUM UNDEAD, UNALIGNED

ART: SCOTT MURPHY

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GRASSBEAK

450 XP (CR 2)

STR 15 (+2) **DEX** 17 (+3) **CON** 14 (+2) **INT** 6 (-2) **WIS** 14 (+2) **CHA** 5 (-3)

Saving Throws Dex +5

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

SPECIAL TRAITS

Flock Frenzy. The grassbeak has advantage on melee attack rolls against any creature that has been hit by an attack since the end of the grassbeak's last turn.

Grass Camouflage. The grassbeak has advantage on Stealth checks made to hide or move through grasses.

ACTIONS

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

45 (6D10 + 12)

SPEED

45 FT.

HOLLOWING

1,100 XP (CR 4)

STR 10 (+0) **DEX** 15 (+2) **CON** 16 (+3) **INT** 3 (-4) **WIS** 9 (-1) **CHA** 3 (-4)

Saving Throws Dex +5, Con +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, poison

Condition Immunities blinded, charmed, exhaustion, frightened, petrified, poisoned, prone, stunned

Senses passive Perception 9

Languages —

SPECIAL TRAITS

Elementally Undead Fortitude. If damage reduces the hollowing to 0 hit points, it must make a Constitution saving throw with a DC of 3 + the damage taken, unless the damage is thunder or from a critical hit. On a success, the hollowing drops to 1 hit point instead.

ACTIONS

Multiattack. The hollowing makes two slam attacks.

Slam. *Melee Attack:* +4 to hit, range 5 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage plus one of the following effects:

Ashen Quench (Fire Hollowing Only). The target takes an additional 7 (1d6) cold damage and is blinded until the end of its next turn as ash swirls in its face.

Dead Air (Air Hollowing Only). A vacuum forms around the target. The target can't make ranged attacks or cast spells with verbal components until the end of its next turn.

Erosion (Earth Hollowing Only). The target is knocked prone and its walking speed is halved until the end of its next turn as the ground beneath it clings to it.

Drought Drain (Water Hollowing Only.) Some of the target's vital water evaporates. The target becomes poisoned until the end of its next turn.

ARMOR CLASS

12

HIT POINTS

75 (10D8+30)

SPEED

30 FT., BURROW 60 FT. (EARTH ONLY),
FLY 60 FT. (AIR ONLY),
SWIM 60 FT. (WATER ONLY)

GOLDEN SUNEATER

1,100 XP (CR 4)

STR 14 (+2) **DEX** 10 (+0) **CON** 16 (+3) **INT** 4 (-3) **WIS** 16 (+3) **CHA** 16 (+3)

Skills Stealth +4

Damage Resistances acid; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

SPECIAL TRAITS

False Appearance. While the suneater remains motionless, it is indistinguishable from a Medium-sized jungle flower.

Sweet Poison. The suneater releases an attractive aroma. Each creature that isn't a construct or an undead that starts its turn within 90 feet of the suneater must make a DC 14 Constitution saving throw. If the suneater is in bright light, this saving throw is made with disadvantage. On a failure, a creature becomes poisoned and charmed by the suneater. While charmed, a creature is compelled to move toward the suneater on its turn and can't willingly move away from it. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect for itself on a success. When the charmed condition ends, the creature is immune to the Sweet Poison of all suneaters for the next 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 9 (2d8) acid damage. If this attack hits a Medium or smaller creature, the creature is grappled (escape DC 14).

Engulf. The suneater engulfs a Medium or smaller creature it is grappling. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the end of each of the suneater's turns or take 9 (2d8) acid damage. If the suneater moves, the engulfed target moves with it. The suneater can have only one creature engulfed at a time.

Spit Juice. The suneater spits digestive juices at a target it can see within 60 feet of it. The target and all creatures within 5 feet of the target must make a DC 14 Dexterity saving throw, taking 9 (2d8) acid damage on a failed saving throw, or half as much damage on a successful one.

ARMOR CLASS

12 NATURAL ARMOR

HIT POINTS

120 (16D8 + 48)

SPEED

20 FT.

GRIMBEE

50 XP (CR 1/4)

STR 2 (-4) **DEX** 17 (+3) **CON** 10 (+0) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 5 (-3)

Senses passive Perception 12

Languages understands Birdfolk and Auran but can't speak them

SPECIAL TRAITS

Familiar. The grimbee can serve another creature as a familiar, forming a magical bond with its willing companion. While the two are bonded, the companion can sense what the grimbee senses as long as they are within 1 mile of each other. At any time and for any reason, the grimbee can end its service as a familiar, ending the magical bond.

Familiar Spellcasting. The grimbee's spellcasting ability is Wisdom (spell save DC 12). When it casts a spell, its companion also gains the benefit of that spell. It can innately cast the following spells, requiring no components:

1/day each: false life, speak with dead

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

ARMOR CLASS

13

HIT POINTS

10 (3D4 + 3)

SPEED

20 FT.
FLY 30 FT.



ICE SQUID TENTACLE CR 2

LARGE MONSTROSITY, UNALIGNED

ART: VICTORIA JEFFREY

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KAPPU CR 1/4

LARGE BEAST, UNALIGNED

ART: OLIVIA REA

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KLAYTHUSAR CR 9

MEDIUM UNDEAD, LAWFUL EVIL

ART: BRENDAN LANCASTER

HUMBLEWOOD BEYOND THE CANOPY © HIT POINT PRESS INC. 2026



KNIGHT OF KNOWHERE CR 3

MEDIUM OR SMALL HUMANOID, ANY LAWFUL ALIGNMENT

ART: SCOTT MURPHY

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KAPPU

50 XP (CR 1/4)

STR 17 (+3) **DEX** 12 (+1) **CON** 12 (+1) **INT** 4 (-3) **WIS** 10 (+0) **CHA** 6 (-2)

Senses passive Perception 12

Skills Perception +2

Languages —

SPECIAL TRAITS

Friend to All. Creatures have disadvantage on the first attack they make against the kappu in combat.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage

ARMOR CLASS
11

HIT POINTS
13 (2D10+2)

SPEED
60 FT.
SWIM 30 FT.

KNIGHT OF NOWHERE

700 XP (CR 3)

STR 16 (+3) **DEX** 11 (+0) **CON** 13 (+1) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Cha +4, Con +4

Skills Arcana +5, History +5, Investigation +3

Senses passive Perception 10

Languages Birdfolk and any two other languages

SPECIAL TRAITS

Spellcasting. The knight is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 12). The knight has the following paladin spells prepared:

1st level (3 slots): *command, detect magic, shield of magic*

ACTIONS

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Against the Unknown (Recharges after a Short or Long Rest). For 1 minute, the knight's attacks do an additional 3 (1d6) radiant damage to aberrations, fiends, undead and any creatures with the ability to cast spells. Additionally, for the duration of this effect, the first attack the knight makes against one of those creature types is made with advantage.

REACTIONS

Defender. When a creature the knight can see attacks a target within 5 feet of the knight, impose disadvantage on the attack roll. The knight must be wielding a shield to use this ability.

ARMOR CLASS
18 CHAINMAIL
• SHIELD

HIT POINTS
52 (8D8+16)

SPEED
30 FT.

ICE SQUID TENTACLE

450 XP (CR 2)

STR 19 (+4) **DEX** 14 (+2) **CON** 12 (+1) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 3 (-4)

Skills Athletics +6, Perception +2

Damage Resistances cold

Condition Immunities prone

Senses blindsight 10 ft., passive Perception 12

Languages —

SPECIAL TRAITS

Death Shattering. When a tentacle is reduced to 0 hit points, it explodes into shards of ice. Any creature within 20 feet of the tentacle when it explodes must make a DC 14 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, and half as much damage on a success.

ACTIONS

Multiattack. The tentacle makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) cold damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) cold damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the tentacle can't constrict another target.

ARMOR CLASS
12

HIT POINTS
65 (10D10+10)

SPEED
30 FT.
SWIM 30 FT.

KLAYTHUSAR

5,000 XP (CR 9)

STR 9 (-1) **DEX** 14 (+2) **CON** 14 (+2) **INT** 18 (+4) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws Con +6, Int +8, Wis +5

Skills Arcana +8, Deception +8, History +8, Perception +5

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages Birdfolk, Eluran

SPECIAL TRAITS

Blizzard Barrier. Anyone who starts their turn within 5 feet of Klaythusar must succeed on a DC 14 Strength saving throw or be pushed 10 feet away from Klaythusar and knocked prone.

Legendary Resistance (3/Day). If Klaythusar fails a saving throw, he can choose to succeed instead.

Storm Rider. When Klaythusar is in extreme cold, stormy weather or near a large body of water, he has a fly speed of 50 feet.

ACTIONS

Multiattack. Klaythusar makes three Icy Reach attacks.

Icy Reach. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (3d10 + 4) cold damage.

Frostburner. Each creature in a 20-foot radius centered on Klaythusar must make a DC 16 Constitution saving throw. On a failed save, a creature takes 36 (8d8) cold damage and gains one frostbitten level. On a successful save, a creature takes half as much damage and does not gain a level of frostbitten.

LEGENDARY ACTIONS

Klaythusar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Klaythusar regains spent legendary actions at the start of his turn.

Move. Klaythusar moves up to his speed without provoking opportunity attacks.

Icy Reach. Klaythusar makes an icy reach attack.

Glacial Halt (Costs 2 Actions). One creature within 30 feet that Klaythusar can see must succeed on a DC 18 Dexterity saving throw or take 9 (2d8) cold damage and be restrained. A restrained creature can use its action to make a DC 18 Strength (Athletics) check, ending the restrained condition.

ARMOR CLASS
15

HIT POINTS
104 (16D8+32)

SPEED
30 FT.

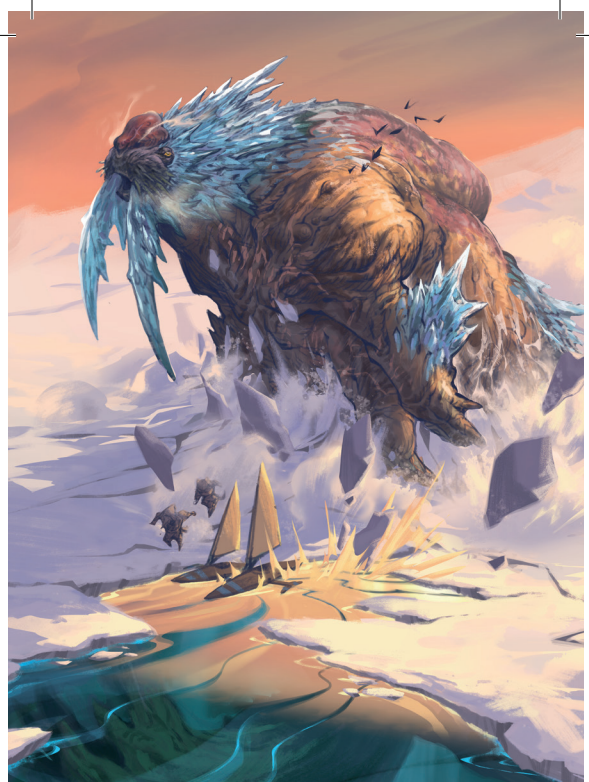


LUHZ KEHSH WARRIOR CR 2

MEDIUM OR SMALL HUMANOID (ELURAN), ANY LAWFUL ALIGNMENT

ART: BEN HILL

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MAULRUS CR 9

HUGE GIANT, UNALIGNED

ART: VINOD RAMS

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MAULRUS (CONTINUED)

ART: VINOD RAMS

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MEEKRAT CR 1/2

SMALL BEAST, UNALIGNED

ART: ALYSE STEWART

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MAULRUS

5,000 XP (CR 9)

STR 24 (+7) **DEX** 12 (+1) **CON** 22 (+6) **INT** 6 (-2) **WIS** 14 (+2) **CHA** 12 (+1)

Saving Throws Con +11, Wis +5

Skills Athletics +11, Intimidation +5

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities cold

Senses tremorsense 10 ft., passive Perception 12

Languages Maulrus, understands Aquan but can't speak it

SPECIAL TRAITS

Hold Breath. The maulrus can hold its breath for 30 minutes.

Ice Walk. The maulrus can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost the maulrus extra movement.

Legendary Resistance (2/Day). If the maulrus fails a saving throw, it can choose to succeed instead.

Siege Monster. The maulrus deals double damage to objects and structures.

ACTIONS

Multiattack. The maulrus makes two attacks: one with its slam and one with its ice tusk.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 20 (2d12 + 7) bludgeoning damage and the target is knocked prone. On a hit or a miss, every other creature within 10 feet of the target must succeed on a DC 19 Strength saving throw or be pushed back 15 and knocked prone.

Ice Tusk. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 18 (2d10 + 7) piercing damage plus 4 (1d8) cold damage.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

112 (9D12+54)

SPEED

30 FT.
SWIM 50 FT.

LUHZ KEHSH WARRIOR

450 XP (CR 2)

STR 16 (+3) **DEX** 14 (+2) **CON** 16 (+3) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 10 (+0)

Saving Throws Str +5, Dex +4

Skills Athletics +5, Insight +4, Perception +4, Stealth +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages Birdfolk, Eluran

SPECIAL TRAITS

Climbing Claws. The warrior has advantage on Athletics checks made to climb.

Eresutha's Blessing. While in dim light, the warrior's movements don't provoke opportunity attacks.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The warrior makes two melee attacks. It can substitute one of its melee attacks for its Roar.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d6 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

Roar (Recharges on a Short or Long Rest). The warrior unleashes a mighty roar. Each Large or smaller creature within 10 feet of it must succeed on a DC 13 Constitution saving throw or be knocked prone.

ARMOR CLASS

14 HIDE ARMOR

HIT POINTS

90 (12D8+36)

SPEED

30 FT.

MEEKRAT

100 XP (CR 1/2)

STR 6 (-2) **DEX** 12 (+1) **CON** 10 (+0) **INT** 5 (-3) **WIS** 17 (+3) **CHA** 5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

SPECIAL TRAITS

Dust Kick. When the meekrat moves at least 20 feet on its turn, it can kick up a cloud of dust behind it. Each creature in or adjacent to a space the meekrat passes through must succeed on a DC 11 Constitution saving throw or become blinded until the end of its next turn.

Scamperer. The meekrat can pass through the spaces of creatures that are Small or larger.

Skittish. The meekrat can disengage and take the Dash action as a bonus action.

ACTIONS

Antlers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage.

ARMOR CLASS

11

HIT POINTS

21 (6D6)

SPEED

25 FT.
BURROW 25 FT.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the maulrus can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

Breathing Room. The maulrus breaks a hole in the ice and dives down. It can then move up to its swim speed.

Ice Breaker. While swimming, the maulrus bashes through the surface of the ice with its hard head. Each creature in a 30-foot radius of the point where the maulrus emerges from must succeed on a DC 19 Dexterity saving throw or fall into the icy water, taking 7 (3d4) cold damage from the shock.

Shudder. The maulrus slams its flippers down, forming a 20-foot-radius area of difficult terrain centered on itself.



NATU TUTULATU

CR 3

MEDIUM UNDEAD, LAWFUL GOOD

ART: EMILY FIEGENSCHUH

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CORRUPTED OREPHIDIAN CR 9

LARGE MONSTROSITY, UNALIGNED

ART: BRENDAN LANCASTER

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CORRUPTED OREPHIDIAN (CONTINUED)

ART: BRENDAN LANCASTER

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EARTH OREPHIDIAN CR 4

LARGE MONSTROSITY, UNALIGNED

ART: EMORY KOELSBERG

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CORRUPTED OREPHIDIAN

5,000 XP (CR 9)

STR 14 (+2) **DEX** 19 (+4) **CON** 15 (+2) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

Skills Acrobatics +8

Damage Resistances acid, lightning

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

SPECIAL TRAITS

Amphibious. The orephidian can breathe air and water.

Galvanizing Aura. Any creature that starts its turn within 5 feet of the orephidian takes 4 (1d8) lightning damage, and the orephidian regains hit points equal to the damage taken.

Legendary Resistance (1/Day). If the orephidian fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The orephidian makes two bite attacks and uses its Wild Energy action.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage plus 11 (2d10) acid damage.

Wild Energy. The orephidian uses one of the following actions at random:

1. **Binding Bolt.** The orephidian forces one creature within 60 feet of it to make a DC 16 Constitution saving throw. On a failure, it takes 9 (2d8) lightning damage and is restrained until the end of the orephidian's next turn.
2. **Lightning Blast.** The orephidian casts lightning bolt (DC 16 Dexterity saving throw).
3. **Overloaded Zap.** The orephidian discharges crackling electricity in a 30-foot-radius sphere. Underwater, this radius increases to 60 feet. Each creature in this area must make a DC 16 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save or half as much damage on a successful one.
4. **Voltaic Lure.** The orephidian forces up to three creatures within 30 feet of it to make a DC 14 Strength saving throw. On a failure, a creature is pulled up to 10 feet toward the orephidian. Creatures wearing metal armor have disadvantage on this saving throw.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

105 (14D10+28)

SPEED

30 FT.
SWIM 40 FT.

NATU TUTULATU

2,300 XP (CR 3)

STR 14 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 20 (+5) **WIS** 18 (+4) **CHA** 14 (+2)

Saving Throws Str +0, Con +0

Skills Arcana +7, History +10, Insight +6

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed, frightened

Senses passive Perception 14

Languages Birdfolk, Capran, Eluran, Hedge, Mapach, Tilian

SPECIAL TRAITS

Fizzar Wisdom. Natu can use any gadgeteer gadget, including ones she didn't make.

Heat Sink. If Natu leaves the volcanic chamber, she reverts to being a **frostburned*** after 1 minute and remains one until she returns to an area of extreme heat.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Disposable Drone. Natu deploys an explosive drone to a location she can see within 60 feet of her. Each creature within 5 feet of the drone must make a DC 15 Constitution saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

Geothermal Heat Pump (Recharge 5–6). Natu activates a gadget that redistributes heat in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire or cold damage on a failed save, or half as much damage on a successful one. Natu chooses the damage type when she uses this action.

Sticky Tongue. As an action, Natu extends her long sticky tongue toward an object she can see within 20 feet of her. Her sticky tongue latches onto the object and pulls it toward her. If Natu has free hands, she can immediately wield the object. Otherwise, the object drops at her feet. If the targeted object is being held or carried by a creature, that creature must succeed on a DC 12 Strength saving throw to maintain its grip on the object. If Natu targets an object that is too heavy to move, like a wall or a large rock, she is instead pulled toward the object, provoking opportunity attacks as normal.

ARMOR CLASS

15 NATURAL ARMOR

HIT POINTS

71 (11D8 + 22)

SPEED

30 FT.

EARTH OREPHIDIAN

1,100 XP (CR 4)

STR 17 (+3) **DEX** 17 (+3) **CON** 13 (+1) **INT** 3 (-4) **WIS** 15 (+2) **CHA** 6 (-2)

Skills Acrobatics +5

Damage Resistances acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

SPECIAL TRAITS

Amphibious. The orephidian can breathe air and water.

Rock Tunneler. The orephidian can burrow through nonmagical, unworked earth and stone, leaving only a narrow tunnel in its wake.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

ACTIONS

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage plus 5 (1d10) acid damage.

Acid Splash (Recharge 5–6). The orephidian shakes its body, sending gobs of acid flying in all directions. Each creature within 15 feet of the orephidian must make a DC 13 Dexterity saving throw, taking 11 (2d10) acid damage on a failure, or half as much damage on a success.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

45 (7D10+7)

SPEED

30 FT.
SWIM 40 FT.

LEGENDARY ACTIONS

The orephidian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orephidian regains spent legendary actions at the start of its turn.

Evasive Maneuver. The orephidian moves up to its speed. This movement doesn't provoke opportunity attacks.



LIGHTNING OREPHIDIAN CR 3

LARGE MONSTROSITY, UNALIGNED

ART: MARZENA PIWOWAR

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RADIANT OREPHIDIAN CR 6

LARGE MONSTROSITY, LAWFUL NEUTRAL

ART: ERIKA TAGUCHI

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ORLO CR 2

HUMANOID (MUSTEL), LAWFUL GOOD

ART: ANDREA SIPL

HUMBLEWOOD BEYOND THE CANOPY © HIT POINT PRESS INC. 2026



POLA WRAN CR 8

LARGE PLANT, NEUTRAL EVIL

ART: NINE SIMPSON

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RADIANT OREPHIDIAN

2,300 XP (CR 6)

STR 16 (+3) **DEX** 18 (+4) **CON** 18 (+4) **INT** 6 (-2) **WIS** 16 (+3) **CHA** 8 (-1)

Skills Acrobatics +7

Damage Resistances acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Eluran but can't speak

SPECIAL TRAITS

Amphibious. The orephidian can breathe air and water.

Radiant Aura. The orephidian emits bright light in a 10 foot radius. Creatures within this light regain an additional 4 (2d4) hit points when they regain hit points due to a spell, potion or other magical effect.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

ACTIONS

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage plus 11 (2d10) radiant damage.

Overwhelming Brilliance (Recharge 5–6). The orephidian emits a brilliant light in a 30-foot-radius sphere centered on itself. Each creature in this area must make a DC 15 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save and becoming blinded for 1 minute or half as much damage and not becoming blinded on a successful one. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on success.

ARMOR CLASS

14

HIT POINTS

184 (13D10+52)

SPEED

30 FT.
SWIM 40 FT.

LIGHTNING OREPHIDIAN

700 XP (CR 3)

STR 12 (+1) **DEX** 17 (+3) **CON** 13 (+1) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

Skills Acrobatics +5

Damage Resistances acid, lightning

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

SPECIAL TRAITS

Amphibious. The orephidian can breathe air and water.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

ACTIONS

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage plus 5 (1d10) acid damage.

Electric Zap (Recharge 5–6). The orephidian discharges crackling electricity in a 30-foot-radius sphere. Underwater, this radius increases to 60 feet. Each creature in this area must make a DC 14 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save or half as much damage on a successful one.

ARMOR CLASS

13

HIT POINTS

45 (7D10+7)

SPEED

30 FT.
SWIM 40 FT.

POLA WRAN

3,900XP (CR 8)

STR 18 (+5) **DEX** 14 (+2) **CON** 14 (+2) **INT** 18 (+4) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws Athletics +7, Nature +7, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 14

Languages Birdfolk, Cervan

ACTIONS

Multiattack. Pola makes two attacks with his Vine Strike. He can replace either attack with one use of Vine Grab.

Vine Strike. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 14 (4d6) poison damage.

Vine Grab. One creature within 30 feet of Pola must succeed on a DC 15 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be restrained until the end of its next turn.

Spore Cloud Burst (Recharge 5-6). Every creature within 20 feet of Pola must make a DC 14 Constitution saving throw. On a failure, a creature takes 16 (3d10) poison damage, or half as much on a success.

LEGENDARY ACTIONS

Pola Wran can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Pola Wran regains spent legendary actions at the start of their turn.

Vines. Pola makes one Vine Strike attack.

Gather Spores (Costs 2 Actions). Pola's Spore Cloud Burst action recharges if it isn't already recharged.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

105(14D10 + 28)

SPEED

10 FT., CLIMB 10 FT.

ORLO

450 XP (CR 2)

STR 15 (+2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 11 (+0) **WIS** 14 (+2) **CHA** 14 (+2)

Skills Acrobatics +5, History +2, Performance +4

Senses passive Perception 12

Languages Birdfolk, Musteese

SPECIAL TRAITS

Distracting Dance (1/Short or Long Rest). As a bonus action, Orlo can make a Charisma (Performance) check against a creature within 5 feet of him, contested by the target's Wisdom (Insight) check. If he succeeds, the target has disadvantage on the next attack roll or ability check it makes against Orlo before the end of his next turn.

ACTIONS

Multiattack. Orlo makes two shortsword attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

REACTIONS

Defender. When a creature Orlo can see attacks a target within 5 feet of him, impose disadvantage on the attack roll. Orlo must be wielding a shield to use this ability.

ARMOR CLASS

17 STUDD LEATHER
SHIELD

HIT POINTS

52 (8D8+16)

SPEED

30 FT.



SENTIENT BARK ARMOR CR 9

LARGE CONSTRUCT, UNALIGNED

ART: NINE SIMPSON

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SHINE CR 3

HUMANOID (SEETA), CHAOTIC GOOD

ART: CHRIS SEAMAN

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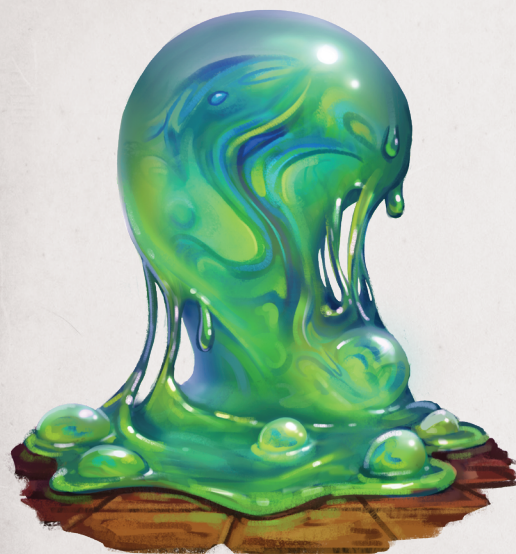


SLUSHY SLIME CR 1/2

SMALL OOZE, UNALIGNED

ART: VICTORIA JEFFREY

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FIZZAR SLIME CR 1

MEDIUM OOZE, UNALIGNED

ART: SAM KEY

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SHINE

700 XP (CR 3)

STR 12 (+1) **DEX** 14 (+2) **CON** 11 (+0) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 14 (+2)

Saving Throws Dex +4, Int +5

Skills Arcana +5, Investigation +5, Sleight of Hand +4

Senses passive Perception 13

Languages Birdfolk, Eluran, can understand Auran but can't speak it

SPECIAL TRAITS

Wing Flap. As a bonus action, Shine can propel herself upward 15 feet.

ACTIONS

Multiattack. Shine makes two attacks with Beak and uses Mind Boggler Field if able.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

Mind Boggler Field (Recharge 5-6). All creatures within 30 feet of Shine must succeed on a DC 13 Dexterity saving throw or take 14 (2d10 + 3) psychic damage and be stunned until the start of Shine's next turn. On a successful save the target takes half as much damage and is not stunned.

ARMOR CLASS
13 LEATHER ARMOR

HIT POINTS
72 (16D8)

SPEED
30 FT.

SENTIENT BARK ARMOR

5,000 XP (CR 9)

STR 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Tremor Sense 50 ft., passive Perception 9

Languages —

SPECIAL TRAITS

Immutable Form. The sentient bark armor is immune to any spell or effect that would alter its form.

Magic Resistance. The sentient bark armor has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sentient bark armor's weapon attacks are magical.

ACTIONS

Multiattack. The sentient bark armor makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 16 (2d10 + 5) bludgeoning damage.

REACTIONS

Spell Absorber (Recharge 5-6). When the sentient bark armor is targeted by a spell, the spellcaster must succeed on a DC 15 check using their spellcasting modifier or the armor absorbs the magic of the spell and the spell fails. The spell slot is still consumed. The sentient bark armor recovers 5 (1d10) for each level of the absorbed spell.

ARMOR CLASS
14 NATURAL ARMOR

HIT POINTS
133 (14D10+56)

SPEED
20 FT.

FIZZAR SLIME

200 XP (CR 1)

STR 15 (+2) **DEX** 6 (-2) **CON** 15 (+2) **INT** 5 (-3) **WIS** 6 (-2) **CHA** 16 (+3)

Damage Resistances acid, bludgeoning, psychic

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Limited Telepathy. The slime can detect the thoughts of creatures within 60 feet of it, though it can't communicate with them. The slime can relay any thoughts it detects to a creature touching it for as long as that creature remains in contact with the slime. If the slime has split, the slimes that arise from it maintain a psychic link and transmit the thoughts they detect between themselves as long as they are on the same plane of existence.

Resonance. When a slime is subjected to psychic or bludgeoning damage, each creature within 5 feet of the slime must succeed on a DC 13 Wisdom saving throw or take 4 (1d8) psychic damage.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) bludgeoning damage plus 4 (1d8) psychic damage.

REACTIONS

Split. When a slime that is Medium or larger is subjected to lightning or slashing damage, it splits into two new slimes if it has at least 10 hit points. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the original slime.

ARMOR CLASS
8

HIT POINTS
32 (5D8+10)

SPEED
10 FT.
CLIMB 10' FT.

SLUSHY SLIME

100 XP (CR 1/2)

STR 16 (+3) **DEX** 6 (-2) **CON** 12 (+1) **INT** 2 (-4) **WIS** 4 (-3) **CHA** 2 (-4)

Damage Resistances cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses passive Perception 7

Languages —

SPECIAL TRAITS

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Icy Glom. The slime attempts to freeze itself to a creature within 5 feet of it. The target must succeed on a DC 11 Dexterity saving throw or become grappled by the slime (escape DC 11). While grappled in this way, a creature takes 2 (1d4) cold damage at the start of each of its turns.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) cold damage.

ARMOR CLASS
13 NATURAL ARMOR

HIT POINTS
58 (13D6+13)

SPEED
30 FT.



STONEHOOF OFFICIAL CR 4

MEDIUM HUMANOID (ANY RACE), TYPICALLY LAWFUL

ART: EMORY KJELSBERG

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SWARM OF TANGLEWASPS CR 1/2

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

ART: JULIA METZGER

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SWEETBEE CR 1/4

TINY BEAST, TYPICALLY LAWFUL GOOD

ART: RISA HULETT

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TILIA TREEWARDEN CR 1/2

MEDIUM HUMANOID (TILIA), ANY NEUTRAL ALIGNMENT

ART: OLIVIA REA

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SWARM OF TANGLEWASPS

100 XP (CR 1/2)

STR 3 (-4) **DEX** 13 (+1) **CON** 10 (+0) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 1 (-2)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses Blindsight 10 ft., passive Perception 8

Languages —

SPECIAL TRAITS

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Sting. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) poison damage, or 5 (2d4) poison damage if the swarm has half of its hit points or fewer.

ARMOR CLASS

11

HIT POINTS

22 (5D8)

SPEED

30 FT.

TILIA TREEWARDEN

100 XP (CR 1/2)

STR 12 (+1) **DEX** 15 (+2) **CON** 14 (+2) **INT** 9 (-1) **WIS** 12 (+1) **CHA** 12 (+1)

Skills Perception +3, Intimidation +3, Survival +5

Senses passive Perception 13

Languages Birdfolk, Tilian

SPECIAL TRAITS

Pack Tactics. The treewardian has advantage on an attack roll against a creature if at least one of the treewardian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sticky Grip. The treewardian's hands and feet have special pads that allow them to climb in extraordinary ways. They can climb upside down or on difficult surfaces without needing to make an ability check.

ACTIONS

Multiattack. The treewardian makes two attacks with its scimitar. They can forgo one of these attacks to use their Sticky Tongue.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sticky Tongue. As an action, the treewardian extends their long sticky tongue toward an object they can see within 20 feet of them. Their sticky tongue latches onto the object and pulls it toward them. If the treewardian has free hands, they can immediately wield the object. Otherwise, the object drops at the treewardian's feet. If the targeted object is being held or carried by a creature, that creature must succeed on a DC 12 Strength saving throw to maintain its grip on the object. If the treewardian targets an object that is too heavy to move, like a wall or a large rock, they are instead pulled toward the object, provoking opportunity attacks as normal.

ARMOR CLASS

13 LEATHER ARMOR

HIT POINTS

32 (5D8+10)

SPEED

50 FT., CLIMB 30 FT.

STONEHOOF OFFICIAL

1,100 XP (CR 4)

STR 17 (+3) **DEX** 14 (+2) **CON** 16 (+3) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 14 (+2)

Saving Throws Str +5, Wis +4, Cha +4

Skills Athletics +5, History +4, Intimidation +4, Perception +4

Senses passive Perception 14

Languages Birdfolk, Capran

SPECIAL TRAITS

Stubbornly Dedicated. The official has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The official makes two melee attacks.

Hard Headed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the official moves at least 20 feet before hitting with this attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

REACTIONS

Strength of the Herd. When one of the official's allies misses with an attack, the official can use their reaction to command them to try again. The ally can immediately reroll the attack with advantage and must use the new result.

ARMOR CLASS

17 SPLINT

HIT POINTS

75 (10D8+30)

SPEED

30 FT.

SWEETBEE

50 XP (CR 1/4)

STR 2 (-4) **DEX** 17 (+3) **CON** 10 (+0) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 5 (-3)

Senses passive Perception 12

Languages understands Birdfolk and Auran but can't speak them

SPECIAL TRAITS

Familiar. The sweetbee can serve another creature as a familiar, forming a magical bond with its willing companion. While the two are bonded, the companion can sense what the sweetbee senses as long as they are within 1 mile of each other. At any time and for any reason, the sweetbee can end its service as a familiar, ending the magical bond.

Familiar Spellcasting. The sweetbee's spellcasting ability is Wisdom (spell save DC 12). When it casts a spell, its companion also gains the benefit of that spell. It can innately cast the following spells, requiring no components:

1/day each: *augury, locate animals or plants*

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

ARMOR CLASS

13

HIT POINTS

10 (3D4+3)

SPEED

20 FT. FLY 30 FT.



TYTHRAN

CR 3

LARGE MONSTROSITY, UNALIGNED

ART: JOSIAH CAMERON

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WINDWATCHER

CR 3

LARGE MONSTROSITY, TYPICALLY CHAOTIC NEUTRAL

ART: JOSIAH CAMERON

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ZAYA HREST

CR 3

MEDIUM HUMANOID (MOON ELURAN), LAWFUL GOOD

ART: SCOTT MURPHY

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WINDWATCHER

700 XP (CR 3)

STR 15 (+2) **DEX** 18 (+4) **CON** 12 (+1) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 10 (+0)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Perception +7, Intimidation +2

Senses darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages Windwatcher, understands Auran, Birdfolk, and Eluran but can't speak them

SPECIAL TRAITS

Eyes for Weakness. The windwatcher can use a bonus action to make a Wisdom (Perception) check against a creature it can see contested by the target's Charisma (Deception). If the windwatcher succeeds, it has advantage on attacks against this target and deals an extra 5 (2d4) piercing damage on a hit for 1 minute or until it uses this ability against another creature.

Nine Eyes. The windwatcher has advantage on Wisdom (Perception) checks that rely on sight, and on saving throws made to resist being blinded. While it can see, the windwatcher can't be surprised and has a +2 bonus to its armor class (already included in its AC).

ACTIONS

Multiattack. The windwatcher makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) piercing damage.

Wing Beat. The windwatcher beats its wings, creating a powerful gust of air. Each creature within 10 feet of the windwatcher must succeed on a DC 14 Strength saving throw or be pushed 15 feet away from the windwatcher, landing prone.

Weird Gaze (Recharge 5–6). The windwatcher unfurls its frilled collar in a dazing display. Creatures within a 30-foot cone must make a DC 13 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much on a successful one. A creature that fails its saving throw by 5 or more is stunned until the end of its next turn.

ARMOR CLASS
16 14 WHEN BLINDED

HIT POINTS
71 (11D10+11)

SPEED
20 FT., CLIMB 20 FT.,
FLY 60 FT.

TYTHRAN

700 XP (CR 3)

STR 17 (+3) **DEX** 14 (+2) **CON** 16 (+3) **INT** 5 (-3) **WIS** 13 (+1) **CHA** 7 (-2)

Saving Throws Dex +4, Con +4

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

SPECIAL TRAITS

Keen Smell. The tythran has advantage on Wisdom (Perception) checks that rely on smell.

Prey on the Weak. The tythran has advantage on attacks against creatures that are poisoned.

ACTIONS

Multiattack. The tythran makes two attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage plus 2 (1d4) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

ARMOR CLASS
15 NATURAL ARMOR

HIT POINTS
76 (9D10+27)

SPEED
40 FT.,
CLIMB 30 FT.

ZAYA HREST

700 XP (CR 3)

STR 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 14 (+2)

Saving Throws Dex +5, Int +3

Skills History +5, Nature +5

Senses darkvision 60 ft., passive Perception 12

Languages Birdfolk, Eluran, Tilian

SPECIAL TRAITS

Special Equipment. Zaya carries a resonant journal* paired with the one held by Professor Ostri and wears a ring of protection.

Graceful Landing. When Zaya falls, she does not land prone unless she is incapacitated, and she ignores the first 20 feet of falling damage.

Study Buddy. When Zaya helps another creature with an Intelligence check, the creature makes the check with advantage and adds 1d6 to the result.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

Distraction. Zaya targets a creature within 30 feet of her, distracting it with a shout, thrown object, or other method. The target must succeed on a DC 13 Intelligence saving throw or the next attack against it before the start of Zaya's next turn by a creature other than Zaya is made with advantage.

Soothing Purr (3/Day). Zaya touches a creature or herself and produces a comforting purr. The target regains 5 (2d4) hit points.

ARMOR CLASS
16 STUDD LEATHER ARMOR.
RING OF PROTECTION

HIT POINTS
88 (16D8+16)

SPEED
30 FT.

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